

ABSTRACT OF THE DISCLOSURE

A gaming device which presents a plurality of indicators to the player. Each indicator may be a success indicator or a failure indicator based on a pre-determined probability. Upon or prior to the selection of the indicator, the processor in the gaming device determines, based on that probability, if the indicator is a success indicator or a failure indicator. When a player selects an indicator, the gaming device displays if the selected indicator is a failure indicator or a success indicator and a value associated with the success indicator. In one embodiment, the player selects indicators until the player selects all of the success indicators or the player selects a failure indicator. Accordingly, based on chance and the pre-determined probability, a game may include all success indicators and no failure indicators to increase player excitement and enjoyment.

15